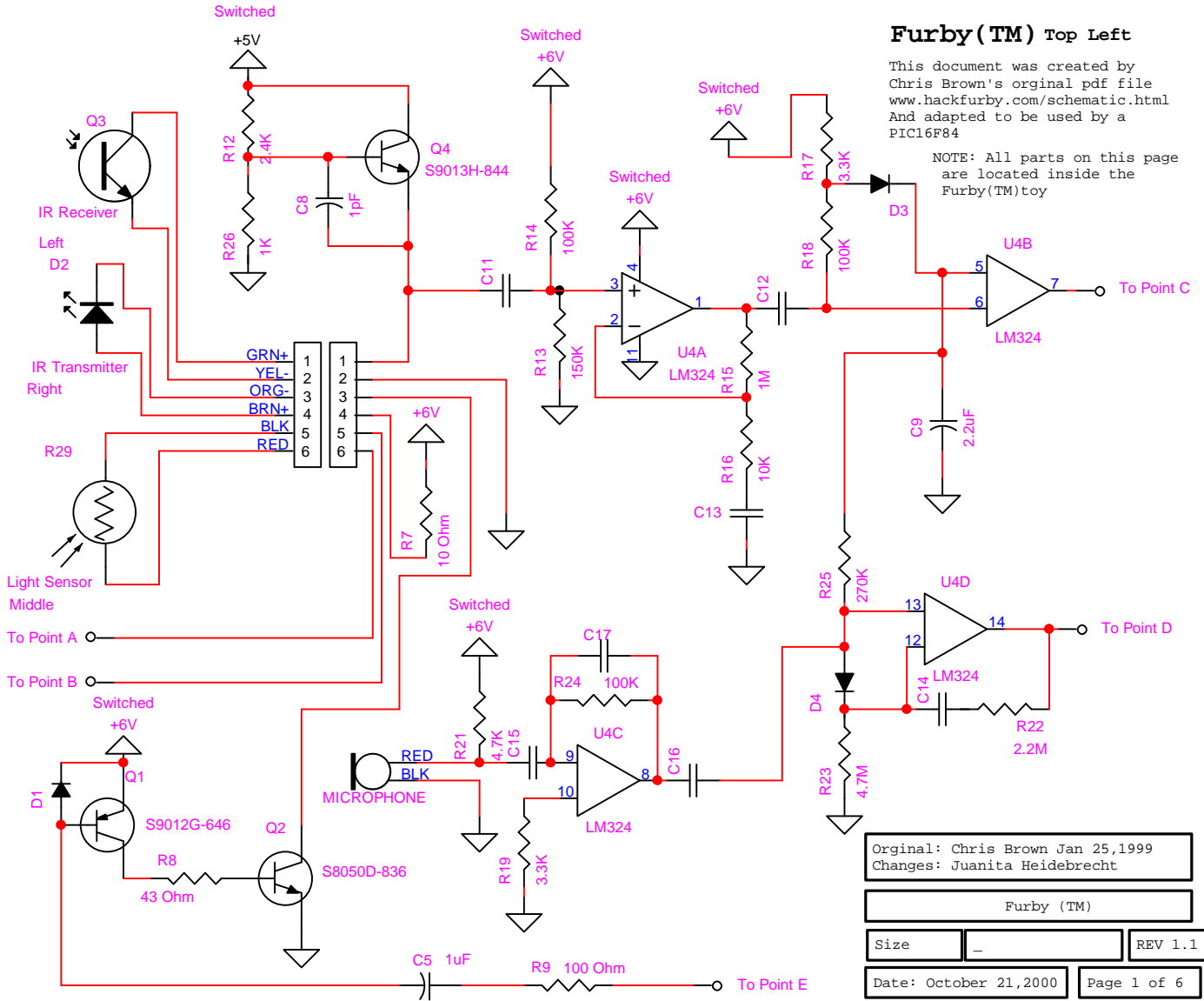


Furby (TM) Top Left

This document was created by Chris Brown's original pdf file www.hackfurby.com/schematic.html And adapted to be used by a PIC16F84

NOTE: All parts on this page are located inside the Furby(TM) toy



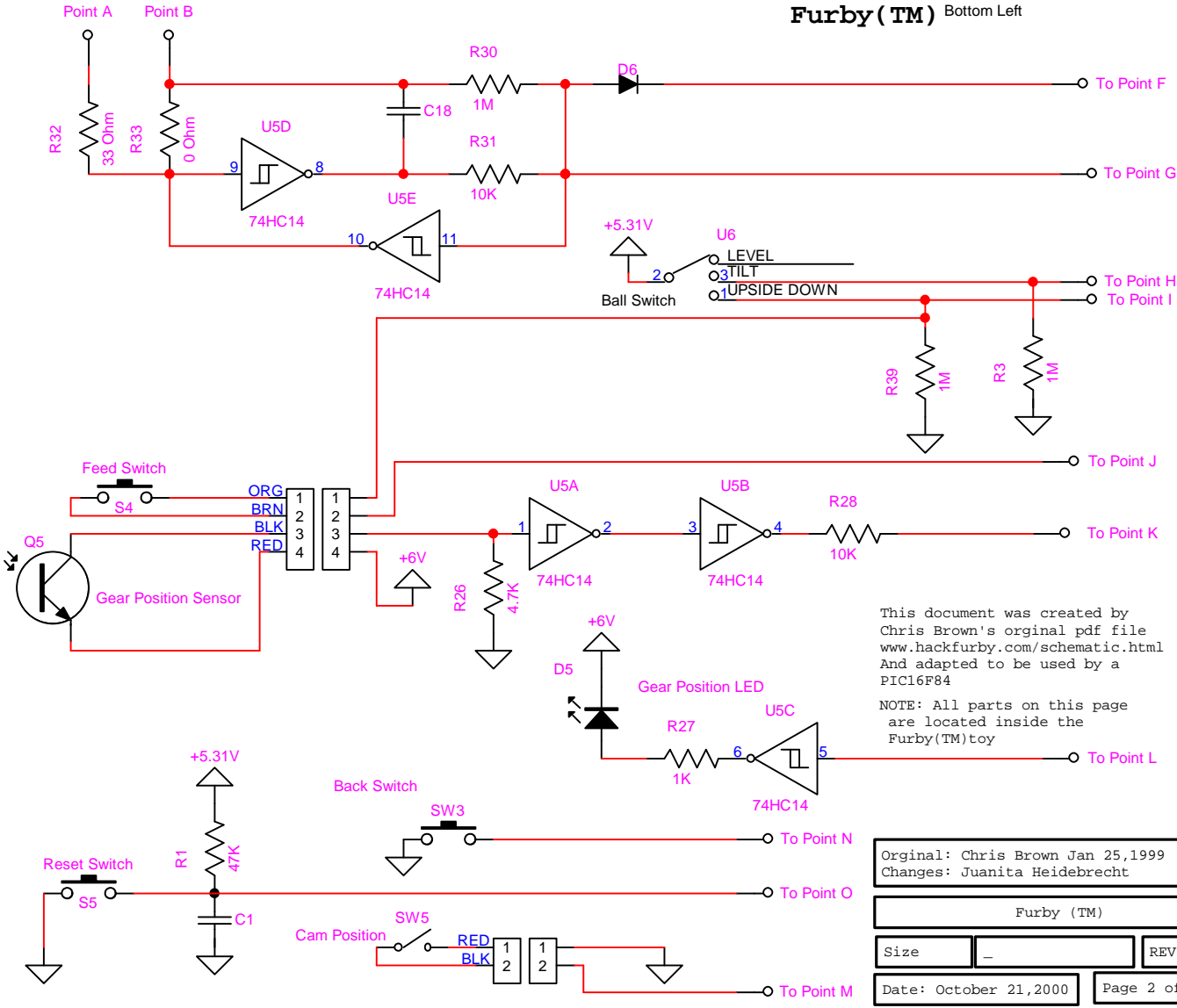
Original: Chris Brown Jan 25,1999
Changes: Juanita Heidebrecht

Furby (TM)

Size: _____ REV 1.1

Date: October 21,2000 Page 1 of 6

Furby (TM) Bottom Left

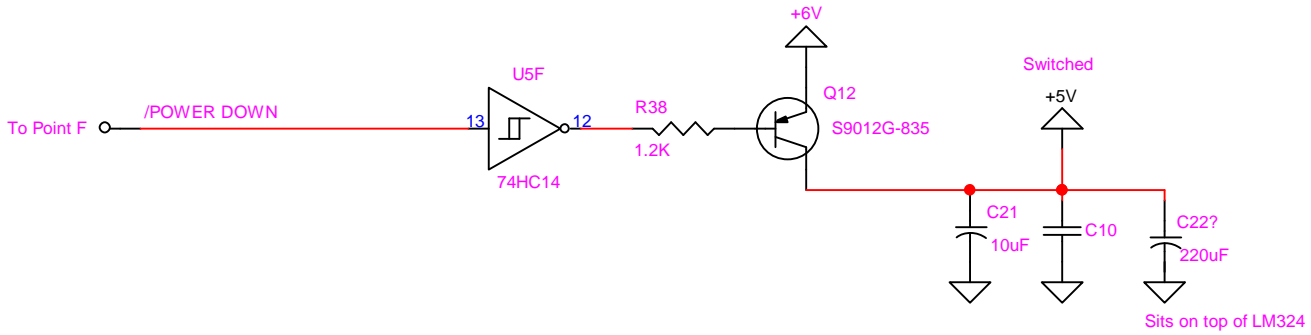


This document was created by Chris Brown's original pdf file www.hackfurby.com/schematic.html And adapted to be used by a PIC16F84

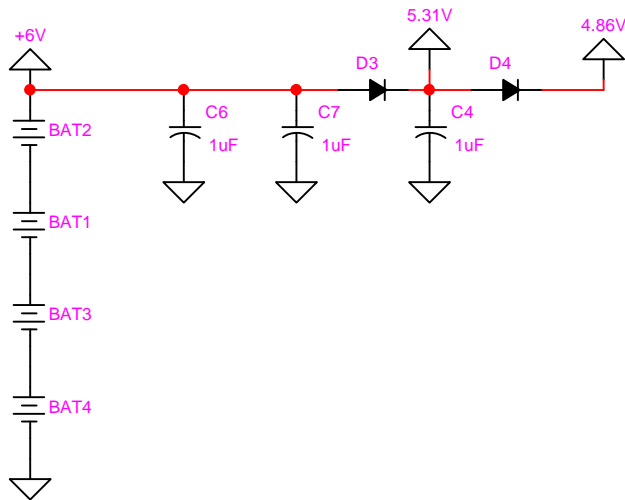
NOTE: All parts on this page are located inside the Furby(TM) toy

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Changes: Juanita Heidebrecht	
Furby (TM)	
Size	REV 1.1
Date: October 21,2000	Page 2 of 6

Furby (TM) Top Right



Power Supplies



NOTE: All parts on this page are located inside the Furby(TM)toy

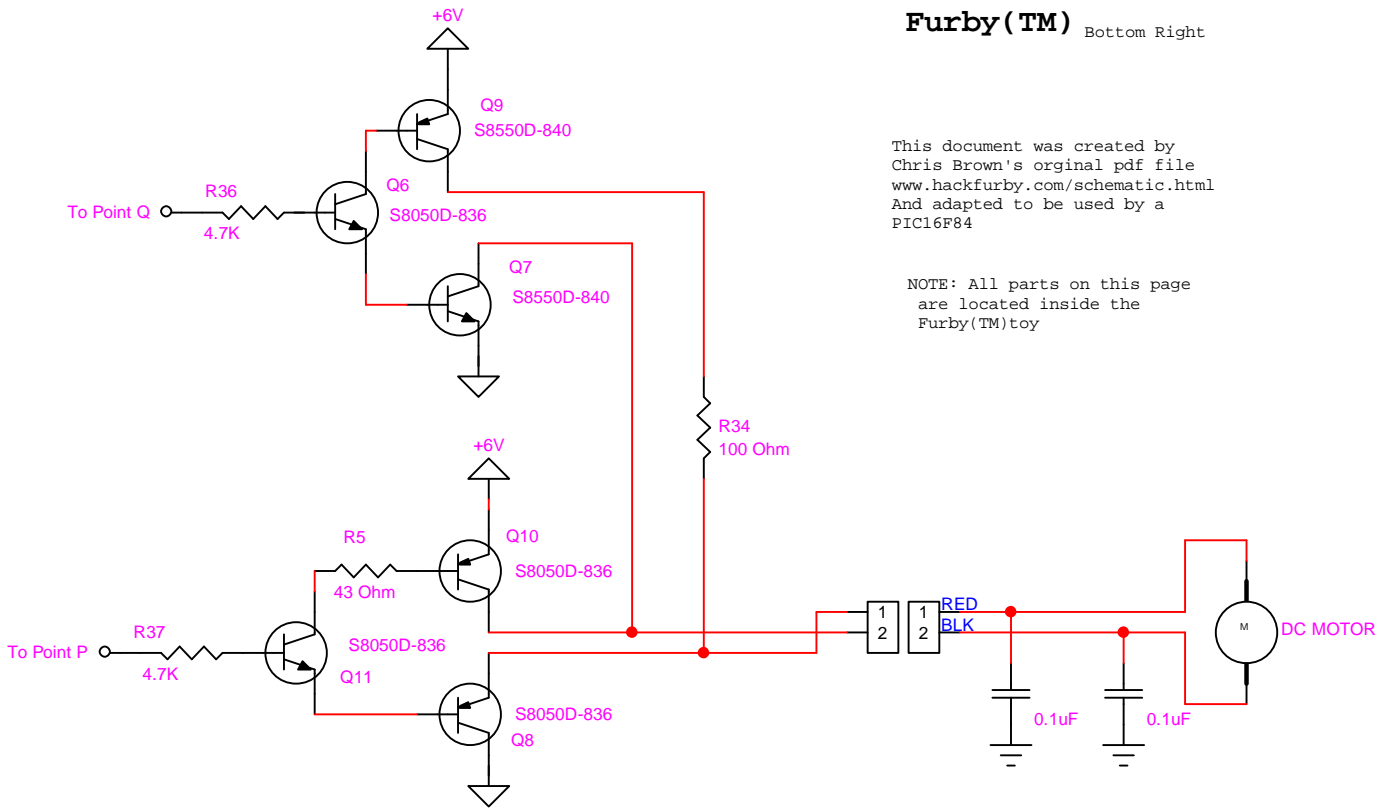
This document was created by Chris Brown's original pdf file www.hackfurby.com/schematic.html And adapted to be used by a PIC16F84

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Changes: Juanita Heidebrecht

Furby (TM)

Size: _ REV 1.1

Date: October 21,2000 Page 3 of 6



Furby (TM) Bottom Right

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 PIC16F84

NOTE: All parts on this page
 are located inside the
 Furby(TM) toy

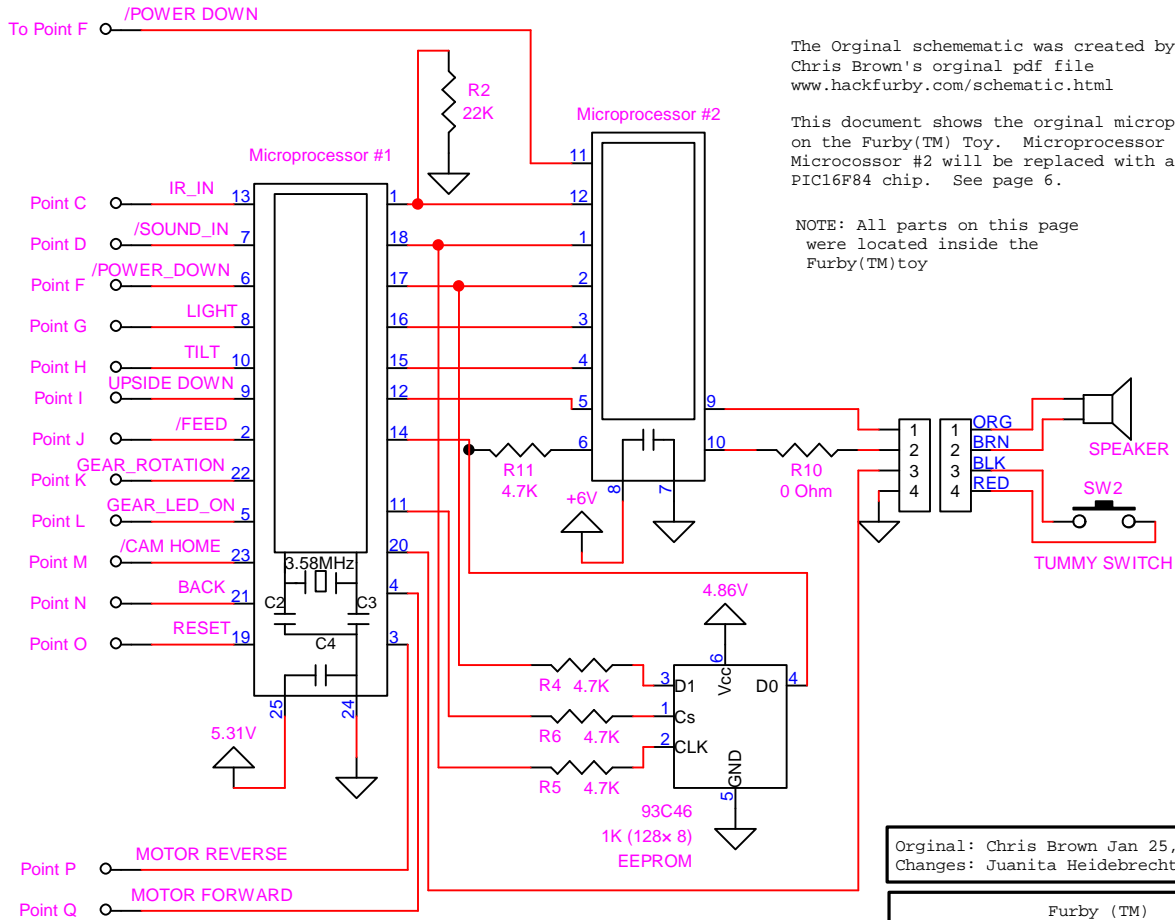
Original: Chris Brown Jan 25,1999
 Changes: Juanita Heidebrecht

Furby (TM)

Size REV 1.1

Date: October 21,2000 Page 4 of 6

Furby (TM) Original Microprocessors



The Original schematic was created by
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This document shows the original microprocess
on the Furby(TM) Toy. Microprocessor #1 and
Microprocessor #2 will be replaced with a
PIC16F84 chip. See page 6.

NOTE: All parts on this page
were located inside the
Furby(TM) toy

Original: Chris Brown Jan 25,1999
Changes: Juanita Heidebrecht

Furby (TM)	
Size	REV 1.1
Date: October 21,2000	Page 5 of 6

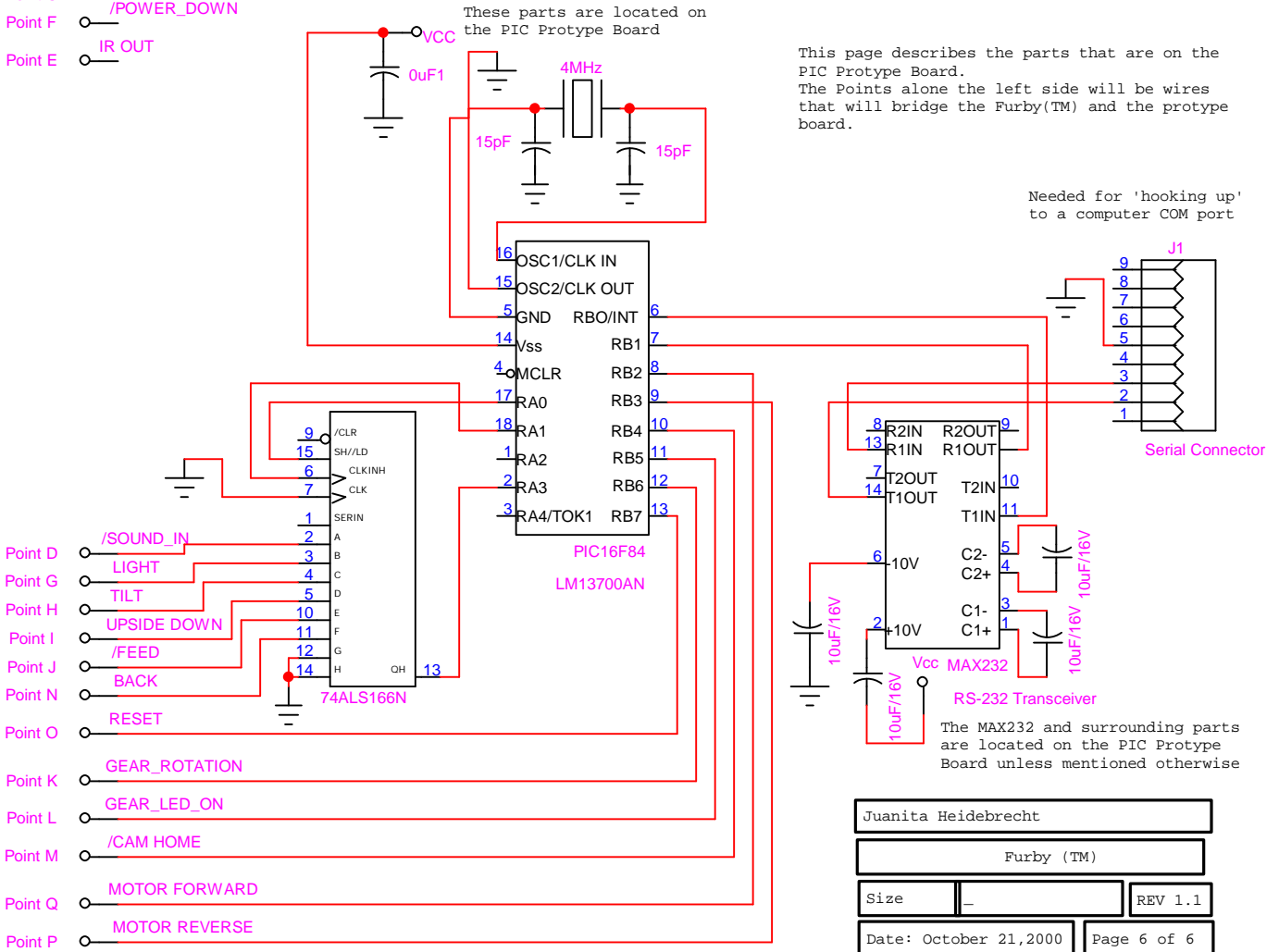
Points that are not used

- Point C ○ IR_IN
- Point F ○ /POWER_DOWN
- Point E ○ IR_OUT

Furby (TM) Replacement Parts

This page describes the parts that are on the PIC Prototype Board. The Points along the left side will be wires that will bridge the Furby(TM) and the prototype board.

Needed for 'hooking up' to a computer COM port



- Point D ○ /SOUND_IN
- Point G ○ LIGHT
- Point H ○ TILT
- Point I ○ UPSIDE DOWN
- Point J ○ /FEED
- Point N ○ BACK
- Point O ○ RESET
- Point K ○ GEAR_ROTATION
- Point L ○ GEAR_LED_ON
- Point M ○ /CAM HOME
- Point Q ○ MOTOR FORWARD
- Point P ○ MOTOR REVERSE